

# Amanda Goldsmith

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## **Objective Summary**

- Graduate Student at the University of Washington pursuing my Masters in Information Management with specializations in Business Intelligence (BI) and User Experience (UX).
- People oriented, extremely dedicated, team player, constantly exploring new ideas revolving around UX design, data visualization/analysis, business intelligence, and product management in the climate related work and beyond.
- My applied physics foundation working with my expanding knowledge in information management, gives me the unique capability to combine science, design and information technology to make me the ideal candidate to strengthen a company.

## **EDUCATION AND ADDITIONAL COURSEWORK**

### **UNIVERSITY OF WASHINGTON, INFORMATION SCHOOL**

Sep 2021 - Jun 2023

Master of Science in Information Management, specialization in User Experience & Business Intelligence

Seattle, WA

- Current GPA: 3.9/4.0

### **UNIVERSITY OF WASHINGTON, UNDERGRADUATE DEGREE**

Sep 2018 - Jun 2021

Bachelor of Science in Applied Physics with a Climate Sciences Minor

Seattle, WA

- Graduated a year early: Cumulative GPA: 3.65/4.0
- Coursework:
  - Math: Calculus I-III, Differential Equations, Linear Algebra
  - Physics: Electromagnetism I-III, Quantum Mechanics, Thermodynamics, Waves & Optics
- Study Abroad 2019
  - Comparative literature program to enhance writing abilities with a global lense

## **SKILLS**

- Fundamental knowledge in JavaScript, React, Tableau, Atlas.Ti, GitHub and OnShape
- Proficiency in Microsoft Office Suite (Excel, Powerpoint) Adobe Creative Suite (Illustrator and XD), and Figma
- Built a computer and website from scratch as a personal hobby
- Experience in data wrangling and analysis, user research (prototyping, wireframing and Co-design techniques)

## **PROJECTS**

### **Qualitative Data Analysis for [E-Sports and Mental Health](#)**

Jan 2022 - Current

Seattle, WA

- Participated in research with [UW Game Research Group](#) partnered with Seattle Public Library and North America Scholastic Esports Federation on discovery, analysis and prototyping of ways to better understand and support toxic behaviors in the Esports atmosphere.
- Performed Qualitative data analysis through Atlas.ti to assist in research findings.

### **Game Development at UW partnered with the Be The Green**

Mar 2021 - Current

Seattle, WA

- Worked with students as a part of [EarthGamesStudio](#) along with [Art of the Green New Deal](#) colleagues to create a game in Godot engine called [Life ReImagined](#). This game aims to bring awareness to the climate crisis and offer players a fun way to learn about ways to create a regenerative economy for people and the earth.

### **Curriculum development at UW Summer and Autumn 2020**

Jun 2020 - Dec 2020

Seattle, WA

- Worked with a small team of undergraduate and graduate students along with a professor to develop a new class for UW undergraduates that will begin to be offered Winter 2021.
- Class is structured to build fundamental knowledge in Python, Arduino and OnShape, this is demonstrated through building a scientific device at the end of the quarter.

## **WORK EXPERIENCE**

### **CAFFE LADRO**

Sep 2021 - Current

#### **Barista**

Seattle, WA

- Barista at the Caffe Ladro Ravenna location. Handled business to consumer interaction and fulfilled Café duties including but not limited to; brewing and serving a variety of coffee and tea beverages, maintaining a clean and safe work and dining environment, fulfilling pastry deliveries and keeping customers happy.